



Appl. No. 10/755,638
Amdt. Dated: 01/30/2005
Reply to office action of November 23,2004

Amendments to the Claims:

Claim 1 - Canceled
Claim 2 - Canceled
Claim 3 - New
Claim 4 - New
Claim 5 - New
Claim 6 - New
Claim 7 - New

This listing of claims will replace all prior versions, and listings, of claims in the application.

What is claimed is:

1) CANCELED

A game apparatus comprising of a board divided into four colored quadrants. Within each quadrant, various states are listed, accounting for the popular vote and electoral vote of each state within that quadrant. The outer perimeter of the board consists of a path with various boxes, each of which has a favorable, unfavorable, or neutral outcome for a player landing there. Game parts consisting of money, dice, immediate action cards, delayed action cards, and promissory notes exists, as well as player tokens, popular vote markers, and electoral vote markers in each of the four quadrant colors..

2) CANCELED

A method of playing the board game described in (1) above designed to maximize competitive play, while keeping as much as possible within the actual Electoral College rules. Electoral College rules have been incorporated within the game rules, such as the "winner take all" concept of electoral voting used by 48 states. Other situations in which electoral votes won would have no meaning (such as when no single candidate received enough electoral votes) have also been incorporated. The game helps a player understand the intricacies of the Electoral College to emulate actions real life candidates must consider when running for presidential office.

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3) NEW

A method of playing an electoral college board game consisting of;

- a) providing a game board having one travel path on the outside for player movement, and boxes on the inside which contain the name, popular vote, and electoral vote of all states within the USA, with each states popular votes divided into thirds, and states assigned to a players home territory,
- b) providing a game board that allows various actions that happen on the outside path, including allowing popular votes to be acquired or removed as travel commences on the path ,
- c) providing for money to be used to buy and remove votes,
- d) providing die to indicate how many spaces a player may move,
- e) providing markers to indicate popular votes owned, states captured, and positions on the board.

4) NEW

A method of playing an electoral college board game in which players following the path on a board in claim 3 can win in any of three different ways;

- getting the required number of electoral votes;
- forcing the election to go to the house of representatives;
- causing oponents to run out of funds.

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5) NEW

A method of playing an electoral college board game that uses the concept of home territories as in claim 3, which therefore allows all players to strategize based on;

a player that has a selected state within their home territory has a vote buying advantage in that state;
purchase decisions regarding votes in states outside a players home territory may or may not be purchased depending on which opponents home territory that state is in.

6) NEW

A method of playing an electoral college board game, and following the path in claim 3 where;

the cost of acquiring popular votes in a state is based on the players position on the path on the board;
the probability of earning more or less money is based on the players position on the path on the board;
the probability of being able to remove votes from opponents is based on the players position on the board.

7) NEW

A method of playing an electoral college board game in which a states electoral votes can be won in two different ways;

acquiring a majority of the popular vote of a state;
where the majority of votes is unavailable, use of the winner take all function of the game to capture the electoral votes within that state.